

4. BASIC RESPONSES

Jump raises - minors	1♦-3♦ mixed raise 7-9P 5+ ♦
Jump raises - Majors	1M-3M 7-9P 4-card support
Jump shifts after minor opening	1♦-2♥ : Weak 55 M or 54. 1♦-2♠ 10-12 5♠4♥ INV
Jump shifts after Major opening	Single suit weak or INV
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	simple Stayman, Smolen, transfer, Gerber

5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Rusinow if length = 4+ or over	Rusinow if not pd's suit (notes)
Four or more with an honour	lowest on odd. 3rd on even.	Attitude
From 4 small	Top or Second.	2 nd or 1 st st
From 3 cards (no honour)	MUD.	Attitude
In partner's suit	MUD; Top if supported	Same
Discards	reversed attitude and count	reversed attitude and count
Count	reversed	reversed
Signal on partner's lead:	reversed attitude and count	reversed attitude and count
Signal on declarer's lead:	reversed attitude and count	
Notes	Reverse Smith signal for leader and Smith signal for pd.	
	Suit preference in "required" situation	
	vs NT: k = count or unblock. Q = KQx+. J = QJx+ 10 = XJ10 or J10+, 9 = X109 or 109+	

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 1403	4♣ Gerber <input checked="" type="checkbox"/>	when? usually in 1st or 2nd round
Slam Notes	ERKCB, PRKCB, Kickback, GSF, 5M INV, Splinter, Polish, Pick a slam		
Cue Bids <input checked="" type="checkbox"/>	Mixed style, could be 1st or 2nd control		
Asking Bids <input checked="" type="checkbox"/>	Q asking, K asking, Control asking		

7. OTHER CONVENTIONS

Lots of special double - pls ASK	Many Special 2NT
Fit showing jump bid	Fit showing new suit bid
1NT-(x) runaway system	Sometimes transfer after overcall
XYZ	1♣-1♦-1M can be 4 and F1
Reverted Minor Raise after 1♦	

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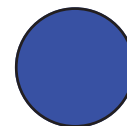
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Lots of other conventions

Please ask if alerted or not alertable



AUSTRALIAN BRIDGE
FEDERATION INC.



STANDARD SYSTEM CARD

ABF Nos.	1040065	Yixiang (Simon) Zhang
& Names:	636721	Wayne Zhu
Basic System:	Precision	
Brown Sticker <input type="checkbox"/>	Classification:	Green <input type="checkbox"/> Blue <input checked="" type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>
1♣	16+ UNBAL or 17+ BAL.	1♥ 11-15 HCP 5+♥, 3 rd 4+♥
1♦	11-15 HCP 2+♦	1♠ 11-15 HCP 5+♠, 3 rd 4+♠
1NT	14-16, sometimes light especially 3 rd	may contain 5 card Major <input checked="" type="checkbox"/>
1NT Responses		
2♣	Stayman, usually have at least one 4M. Can be very weak.	
2♦ ♥		2♠ Min/Max ask BAL INV or 6+♣
2♥ ♠		2NT weak minors or 6+♦
other	3C = ♣+♦ GF, 3D = ♥+♠ GF, 3H = 31(54), 3S = 13(54) PH can be different	
2♣	11-15P, 6+♣ or 5♣+4M, good ♣. 3 rd -4 th can be more freestyle	
2♦	11-15P, shortage ♦ 3415 4315 4414 4405	
2♥	5-10P, 5+, freestyle if not VUL	
2♠	5-10P, 5+, freestyle if not VUL	
2NT	good 19 to bad 21	3NT Solid m. no side A/K if 1 st or 2 nd
other	3X opening is weak, freestyle if not VUL	

2. PRE-ALERTS

Can open 1M with 4 or very light in 3 rd	1M-(X), 1♦-(x) transfer response
1M-1NT semi-forcing. 1M-2C Multi	Canape in some situation
Highlevel new suit could be FS or LD	Revert X and pass in some GF suitation

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4♦	Jump overcalls	Weak. Mid-range if in balance position
Responsive doubles through	4♦	Unusual NT	minors or 2 lowest unbid suits
1NT overcall - immediate	16-18	Immediate cue of minor	Michaels
1NT overcall - re-opening	12-16	Immediate cue of Major	Michaels
Over weak twos	Leaping Michael	Over opening threes	Usually natural
Over opponent's 1NT	Against 15-17+: x = Ms or one minor. 2m=m+M, 2M=natural, 2NT=ms, 3X= preempt but could be mid-range. Against 14-16-: X=strong (or M+m PH), 2C=Ms, 2D=single M (8-14), 2M=M+s, 2NT=ms, 3X is based on VUL		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 0-7P any shape	2♦ 8-10P BAL no 5M	3♦ 3-6P 7-card ♥
1♥ 8P+ 5+♠ or 11-13BAL	2♥ 8P+ ANY 4441	3♥ 3-6P 7-card ♠
1♠ 8P+ 5+♥	2♠ 14P+ BAL	3♠ Solid m only
1NT 8P+ 5+♣	2NT 8-11P 4450	3NT Solid M only
2♣ 8P+ 5+♦	3♣ 8-11P 4405	4♣ 66 Ms SI
other 4D/4H = 8-card broken ♥/♠ 2-5P 4NT=simple blackwood. PH different		
1♦ 1♥ 6P+ 4+♥	2♥ 5-9P 5♠4-5♥ weak	3♥ 7+♥ Preempt
1♠ 6P+ 4+♠	2♠ 10-12P 5♠4♥INV	3♠ 7+♠ Preempt
1NT 7-11P NF	2NT 15-17P BAL	3NT 13-14 BAL
2♣ 11P+ 4+♣	3♣ 55ms 5-9P	4♣ 66ms, not too strong
2♦ 11P+ 5+♦ usually	3♦ 7-9P 5+♦	4♦ 6+♦ Preempt
other 4NT=normal blackwood		
1♥ 1♠ 6P+ 4+♠ F1 *	2♥ 7-10P usually 3♥	3♦ 6+♦ INV
1NT 0-12P Semi-F	2♠ 6-9P 6+ good ♠	3♥ 7-9P 4♥
2♣ Multi **	2NT 4+♥ INV or GF	3♠ 11-14P void Splinter
2♦ D suit GF	3♣ 6+♣ INV	3NT 12-15♠ Splinter
other 4♣/4♦: Splinter 4♥: To play		
1♠ 1NT 0-12P Semi-F	2♠ 7-10P usually 3♠	3♥ 6+♥ INV
2♣ Multi **	2NT 4+♠ INV or GF	3♠ 7-9P 4♥
2♦♦ suit GF	3♣ 6+♣ INV	3NT 11-14P void Splinter
2♥♥ suit GF	3♦ 6+♦ INV	4♣ Splinter
other 4♦/4♥ Splinter		
1NT 3♣ m 54+GF(PH INV)	3♠ 13(45)GF	4♦♥
3♦ M 55+ GF(PH 5MASK)	3NT to play	4♥♠
3♥ 31(45) GF	4♣ Gerber	4♠ 66 m, SI
other PH 3♣ = ms INV 3♦=5-card stayman		
2♣ 2♦ 8P+ Relay, F 2NT/3♠*	2NT TR 3♣. Multi	3♥ 6+ INV
2♥ 7-11, 5+, NF	3♣ TR 3♦. Multi	3♠ 6+ INV
2♠ 7-11, 5+, NF	3♦ 6+ INV	3NT To play
other 4♣= weak		
2♦ 2♥ 3+♥ to play	3♣ 3+♣ to play	3♠ INV. Usually 5+♠
2♠ 3+♠ to play	3♦ 6+♦ INV 3NT	3NT to play
2NT Asking bid ***	3♥ INV. Usually 5+♥	4♣ Semi-Preempt
other 4D= asking control		

Notes * 1♥-1♠ could be very weak and half-psycho

** 1♥/1♠ - 2♣: could be 1) C suit GF 2) BAL GF or 3) 3M support INV.

*** 2♦-2NT: 3C=min, others=MAX, using polish slam try if knowing exact shape. Pls ASK

2♥ 2♠ Natural NF	3♦ Natural F1	3NT To play
2NT Asking*	3♥ Preempt	4♣ P RKCB***
3♣ Natural F1	3♠ Natural F1	4♥ To play
other 4♠: To play		
2♠ 2NT Asking*	3♥ Natural F1	4♣ P RKCB***
3♣ Natural F1	3♠ Preempt	4♥ To play
3♦ Natural F1	3NT To play	4♠ To play
other		
2NT 3♣ Stayman	3♠ TR 3NT; Multi**	4♦♥
3♦ 5+♥, or Multi meaning*	3NT To play	4♥♠
3♥ 5+♠	4♣ Gerber	4♠ ms, strong SI
other 4NT: Quantity, 5NT quantity for 7		

9. CONVENTIONS

Unusual NT: two lowest unbid suit, usually 55+, could be 54

4th Suit Forcing One round Game force

NT Checkback Priorities: XYZ, 2♣ tr 2♦; 2♦ GF

Defence to 3NT opening X=strength, can accept M; 4C:♠+♥

Defence to Opening Twos Leaping Michael

Multi 2♦ X=13-15P or stronger, 2NT=15-18P

RCO style 2-s

Other 2-s

Defence (1♣): RCO

to

strong (2♣): x=Ms, NT=ms

1♣/2♣

Over 1NT Interference 1♦-(1NT): X=PEN; 2C=Ms; 2D=one M; 2M=M+m

Lebensohl - other uses use transfer case by case

Take out of 4 level pre-empts 4♣/4♦ T/O

4♥ Co-op T/O 4♠ DSIP

10. OTHER NOTES

**Drury 1♠/♥-2♣:2♦ = normal open, relay; 2M=weak open; others = good

***P RKCB: 01122 Reply

*2M-2NT: 3C=5M only (then 3♦ relay), 3♦=6M min, 3M=6M middle, 3OM=MAX

*2NT-3S-3NT: 4m = 6+m SI; 4M = ms, M shortage, SI

**2C-2D: can have different reply based on the position